Hamza Niazi

Software Quality Assurance Engineer

Seeking a challenging position where one can get exposed to the best of practices so as to advance a career as a professional and be a valuable resource to the business as well

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WORK EXPERIENCE

Software Quality Assurance Engr We-Over-I

03/2022 - Present

We > I (pronounced we-over-i) is a venture builder that works with incredible founders to build hyper-growth startups and solve important problems. A team powered by some of the finest Pakistani talent, we partner with startups to merge our talent with theirs and become an extension of their team. Our partner startups are global, in all kinds of spaces from fem-tech to logistics, are backed by organizations like Google and Adidas and funded by some of the best VCs in the world.

PERSONAL PROJECTS

Zensory (07/2022 - Present)

- When I was added to the Zensory (V 1.2.8), the app had a lot of issues which I tracked thus improving the performance of the App. While doing this, I also helped with the Zensory Web Project with KB4. I tailor made a complete structured plan for the whole sprint cycle, using my methodology most of the issues that come up are resolved in the DEV version of the app.

WILD.AI (03/2022 - 09/2022)

WILD.AI mobile showed a lot of issues in automated testing. As of now, there are no stable frameworks that support the test automation of Flutter App (a big issue in the community). Using the Integartion_test package I was able to E2E automate the WILD.AI.

BridgeLinx Portal (05/2023 - Present)

During my current engagement, I am actively involved in conducting end-to-end (E2E) testing for web portals using Cypress, an industry-standard automation framework. In line with best practices, I have been meticulously designing and executing E2E test scenarios to ensure comprehensive coverage of the web portal's functionality.

EDUCATION

BSCS

Lancaster University

09/2014 - 08/2018

MSCS

Forman Christian College (A Chartered University)

09/2019 - 08/2021

SKILLS



ACHIEVEMENTS

Publication and Projects

E-Government in Developed and Developing Countries: A Systematic Literature Review [] B. Majeed, H. A. K. Niazi and N. Sabahat, "E-Government in Developed and Developing Countries: A Systematic Literature Review," 2019 International Conference on Computing, Electronics & Communications Engineering (iCCECE), 2019, pp. 112-117, doi: 10.1109/iCCECE46942.2019.8941963.

BSCS- FINAL YEAR PROJECT: Getaway (A Cross Platform Online Multiplayer Card Game)

Created the Game in Unity 3D Game engine, used Photon Networking API for online multiplayer and implemented match servers on client machine on the go. Achieved 2nd place in Final Year Project.

MSCS -THESIS: A COMPARATIVE STUDY TO ENHANCE BLENDED LEARNING PRACTICES IN PAKISTAN

In this study multiple blended learning pedagogies have been analyzed through qualitative and quantitative means. In Pakistan there have been multiple blended learning studies but none support any in-depth knowledge of well-established blended learning strategies used around the world. It provides both survey and face to face experience of urban and rural educators and students whether it be conforming to ICT's or avoiding them entirely and gives insight to the multiple assists that could be used in developing an effective blended learning program in Pakistan.

ENGLISH/URDU

Language

Full Professional Proficiency